Kung

TM

MATURE 17+

CONTENT RATED BY ESRB

agetec®

Warnings

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

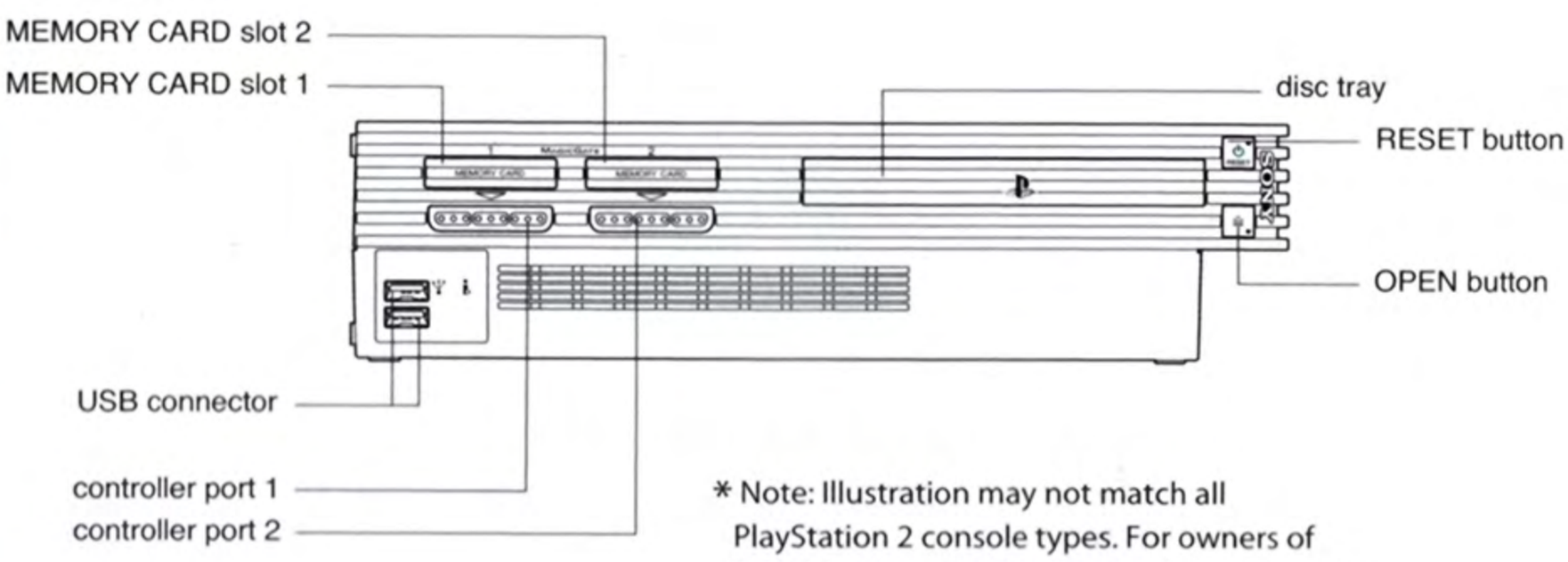
KUON

GETTING STARTED 2
OPERATING INSTRUCTIONS 3
INTRODUCTION 4
MAIN CHARACTERS 6
STARTING & COMBAT 8
VERTIGO & DEATH 9
MAGIC 10
IN-GAME MENU 11
SAVING & LOADING 13
OTHER CHARACTERS 14
MINI-GAME 16
TIPS 17
CREDITS 18

Thank you for purchasing KUON, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

*** DVD-ROMS are easily damaged by dust and scratches. Please handle discs with care.**

Getting Started



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the KUON disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

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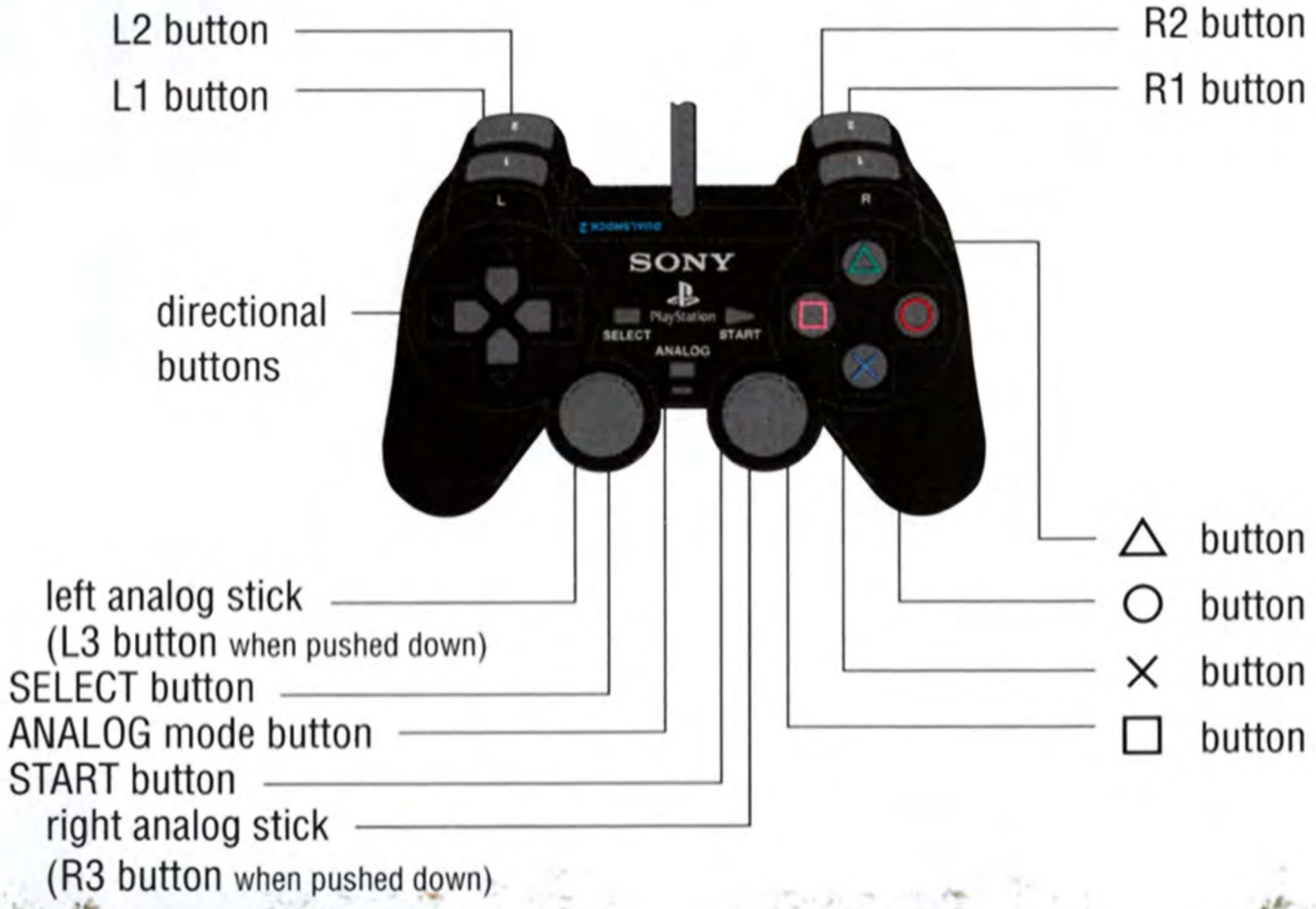
Operating Instructions

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

left analog stick ↑: . . . . . .Move character forward
left analog stick ↓: . . . . . .Move character backward
left analog stick ←: . . . . . .Move character left
left analog stick →: . . . . . .Move character right
× button: . . . . . .Investigate/pick up/confirm selections
○ button: . . . . . .Run/cancel selections
△ / □ buttons: . . . . . .Execute magic or weapon attack
R1 button: . . . . . .Meditate
R2 button + △ button: . . . . . .Dismiss summoned entities
L1 button: . . . . . .Display map
START button: . . . . . .Pause game
SELECT button: . . . . . .Access in-game menu

Mini-Game Controls

directional buttons: . . . . . Select a piece
× button: . . . . . Confirm/throw dice
○ button: . . . . . Cancel
START button: . . . . . Display menu

*The operations outlined above are the game's default controls. Access the SETTINGS menu option to make changes to the controller configuration and vibration function settings. The LED indicator is always lit when the system is ON.

Kuon

Introduction

Darkness is a conflicting force to humans; feared by children and avoided by law.

Nevertheless, this law may be broken, and those around it get lost within...

Here, we find two young girls in an ominous place with two very different paths...

One of the girls is named Utsuki. In search of her missing father, she traveled to the mansion with her older sister. Shortly after they arrived, her sister was charmed by a mysterious song and vanished into the darkness. Utsuki now wanders the mansion alone, looking for her family.

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The other girl is named Sakuya. She entered the castle with her fellow disciples by order of their master, Doman. Their mission is to investigate the mansion and find out why demons roam about. The company of disciples entered the castle separately, each wanting to be the first to solve the mystery. Sakuya is determined to uncover the mansion's secrets and prove to all that she is worthy.

Now, the two girl's stories begin; their life forever changed.

Humans should never tempt the darkness. If done, they clash in ways unimaginable, but only then will the fate of Kuon be revealed and the ultimate act of betrayal be known...

Main Characters

Utsuki-Ying Phase

Utsuki is a young girl with sorrowful eyes and a trampled soul who, along with her sister, is searching for their father in Lord Fujiwara's mansion. The sisters live in complete isolation at the top of a nearby mountain; they are forbidden to leave. Utuski blames herself for an accident that injured her sister and has been taking care of her since their mother died.

Sakuya-Yang Phase

As a young exorcist, she studies the art intensely and processes a strong will. Being born into the Kamo family – a traditional exorcist family – she's been familiar with magic ever since childhood. Sakuya has been studying under a dubious teacher though, a civilian exorcist known as Doman. While questionable, Doman was the only one accepting of Sakuya, since it's believed in the Kamo family that women are inferior to men. Sakuya is investigating Lord Fujiwara's mansion with three other disciples.

Kuon

Starting & Combat

Starting the Game

Press the START button at the TITLE screen to display the MAIN MENU options.

Begin
Start a new game.

Load
Load saved game data and resume playing where you last left off. Requires a Memory Card (8MB) (for PlayStation®2) containing saved KUON game data.

Settings
Access this menu option to adjust various game settings (Vibration, Control Set-up, etc.).

Combat

Enemies encountered during the game are dispatched through the use of magic and weapon-based attacks.

Using Magic

A character must possess magic cards in order to execute magic-based attacks. Magic cards come in two types, Spell and Summon, and are made available for use by assigning them to buttons at the EQUIPMENT screen. To execute a magic-based attack during the game, simply press the attack button that the magic card was assigned to. The number of remaining magic cards is displayed in the lower right-hand portion of the game screen.

Using Weapons

If no magic card has been assigned to an attack button, pressing that button will cause the character to execute a weapon-based attack with whichever weapon is currently equipped. There is no limit to the number of times a weapon can be used, but this form of attack is less powerful than magic.

Vertigo & Death

Vertigo

Vertigo is experienced when a character encounters a tempest (area of concentrated evil energy), or sustains injury during combat. The bar at the top of the in-game menu screen indicates a character's physical condition. The bar changes color from blue--> yellow --> red as a character's condition worsens. Physical well-being is also expressed through the character's heart rate (mimicked by the controller's vibration function). Magic cards cannot be used when a character is experiencing vertigo. In order to recover from vertigo, one must either meditate or use spiritual medicine.

Death

Vertigo is a sign that a character's death is imminent. For this reason, it is always best to remedy the vertigo condition as quickly as possible.

Magic

Magic can be obtained in the form of cards and are available in two varieties, Spell and Summon.

Spell Cards

These cards enable a character to attack enemies using the magic inherent to the card. Magic spell attacks are released as soon as the button corresponding to the card is pressed. Each use of a magic spell attack consumes one magic card.

Summon Cards

Activating a summon card calls forth an entity that fights for the character for a set amount of time. Entities called forth to assist the player can be released prematurely through either meditation, or by holding the R2 button and pressing the attack button the summon card was assigned to. Releasing summoned entities enables a character to recover some of their physical strength.

Spell Card - Hibari

Releases a small fiery arrow that is propelled forward. The range for this spell attack is short and its destructive potential is small.

Summon Card - Sutegumo

Calls forth a small spider that fights enemies on behalf of the character. The spider's durability and attack strength are rather low, but it is useful for holding enemy characters in check.

Summon Card - Fudobaku

Creates a magical golden circle that traps an enemy target and prevents it from moving for a set amount of time. This spell does not inflict damage on enemy targets, but is useful for evening the odds in situations where multiple enemies are encountered.

In-Game Menu

Equipment

Access this menu option to check the details of, or make changes to, currently equipped weapons and magic cards. To change equipped weapon or magic card, highlight the desired selection and press the ⊗ button. Highlight the new selection using the directional buttons or left analog stick, and press the ⊗ button again to confirm the change.

Item

View, select, and use items acquired during the game. To use an item in the inventory, simply highlight it with the directional buttons or left analog stick and then press the ⊗ button.

Writings

Refer to writings acquired during the game. To read a particular document, highlight it using the directional buttons or left analog stick and then press the ⊗ button.

⊗ button ---------- Advance to the next page
△ button ---------- Go back to the previous page
○ button ---------- Return to the inventory screen

In-Game Menu Cont.

Maps

View maps of the game's environment and check on a character's current position. Press the △ button to enlarge/shrink the map. Use the directional buttons or left analog stick to cycle between different maps (enlarged view), or look around the current map (shrunk view). The red arrow indicates your character's current position on a map. The map screen accessed through the in-game menu can also be accessed during the game by pressing the L1 button.

Settings

Access this menu to make changes or adjustments to the following game settings:

- **Sound** ------ Select a sound out put setting (MONO, STEREO, Dolby® Pro Logic® II).
- **Music**-------- Adjust the game's background music volume level.
- **SFX**---------- Adjust the game's sound effects volume level.
- **Voice**-------- Adjust the character's voice volume level.
- **Brightness**-- Adjust the game's brightness setting.
- **Vibration** --- Turn the controller's vibration function ON/OFF.
- **Controller**--- Select a controller configuration (Type A, Type B).
- **Language** --- Select character voice language (English, Japanese).

Adjustments to the game's settings are made using the ⬅➡ directional buttons or the left analog stick. Select CHANGE and press the ⊗ button to apply new settings.

Quit

Access this menu option to quit the game and return to the TITLE screen, or load saved data. Use the directional buttons or left analog stick to make selections and the ⊗ button to confirm.

Saving & Loading

Saving Game Data

To save game progress, maneuver the character into position at one of the many save points located in the game (an example of which is indicated in the accompanying screenshot) and press the ⊗ button. Select "YES" when prompted at the confirmation screen. Choose a MEMORY CARD slot and press the ⊗ button to confirm. Select a save file location and confirm data save by pressing the ⊗ button.

* Please note that saving game progress requires the use of a Vessel item.

* Saving data requires a Memory Card (8MB) (for PlayStation®2) with at least 111KB of free space. Space permitting, up to eight different save game files can be saved on a Memory Card (8MB) (for PlayStation®2).

Loading Game Data

Loading saved game data can be done from either the TITLE screen, or the QUIT menu option in the in-game menu. Choose a MEMORY CARD slot and press the ⊗ button to confirm. Select the desired save file and confirm data load by pressing the ⊗ button.

Kuon

Other Characters

Kureha

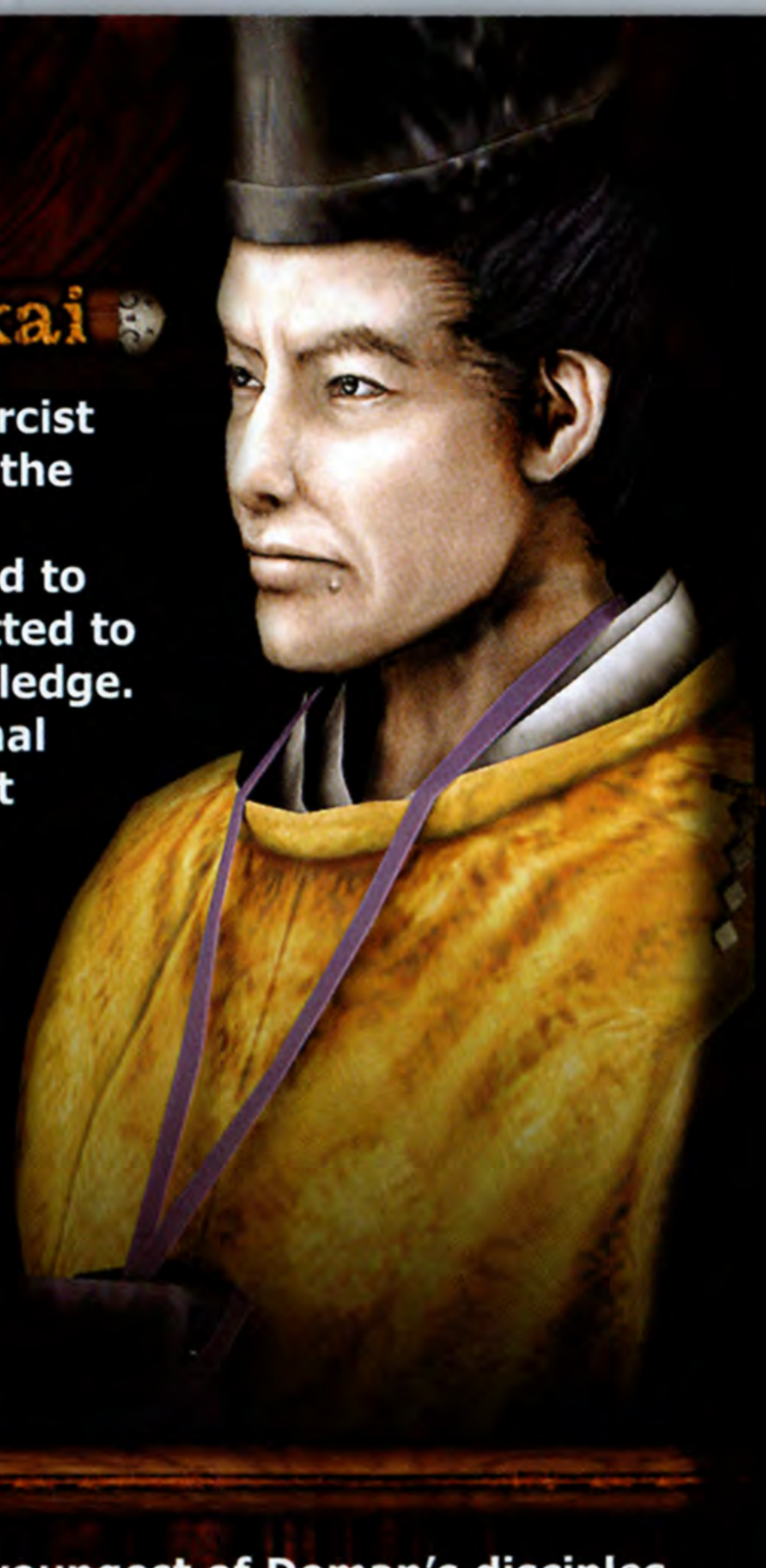
Kuresha is Utsuki's older sister. She loves her sister dearly and is very affectionate with her. Born and raised in isolation on top of a mountain, she knows nothing about the outside world. While playing with her sister, she was involved in a terrible accident that left her weak and prone to sickness. Lately, her condition has worsened, but she hides it from Utsuki. She is forever grateful for her sister's care and even though she is weak, she aggressively protects her sister.

Doman

He no longer serves the Emperor after being banished due to his questionable behavior. He now practices as a well-known civilian exorcist. He completed his training and adapted his technique from local magic. The emperor's high exorcists say that he does not follow the ways of tradition and that he believes that a visible reward is the most important thing. His influence has become stronger in the last few years and it has gained him many followers. It's said that his technique is as good as the best Imperial exorcist, Seimei. Four of Doman's disciples were sent to Lord Fujiwara's mansion to investigate the cause of the roaming demons recently found there

Dokai

Dokai is an extremely intelligent exorcist and faithful disciple of Doman. He is the oldest of the disciples sent to Lord Fujiwara's mansion and is determined to solve the mystery. He's fully committed to his research and furthering his knowledge. He is always found carrying his journal and logs every discovery and thought in it religiously.



Dochin

Dochin is the youngest of Doman's disciples and the son of a famous exorcist. Since he was not born a noble, he was sent to Doman for training. Being so young, his magic is still undeveloped. He tries to act mature and be responsible, but his age shows through at times. His inexperience with demons frightens him, although he does his best to remain strong.

Doryo

He thinks and views life a little different then most. He has always kept to himself and was shunned because of this. He devotes his work to Doman because of the acceptance he receives. He has a kind heart and is friendly towards others. He is proud to be an exorcist and believes in the justice behind the dispelling of demons. He knows that Dokai is consumed in research so he watches over the others, especially Sakuya.

Sugoroku

Basic Instructions

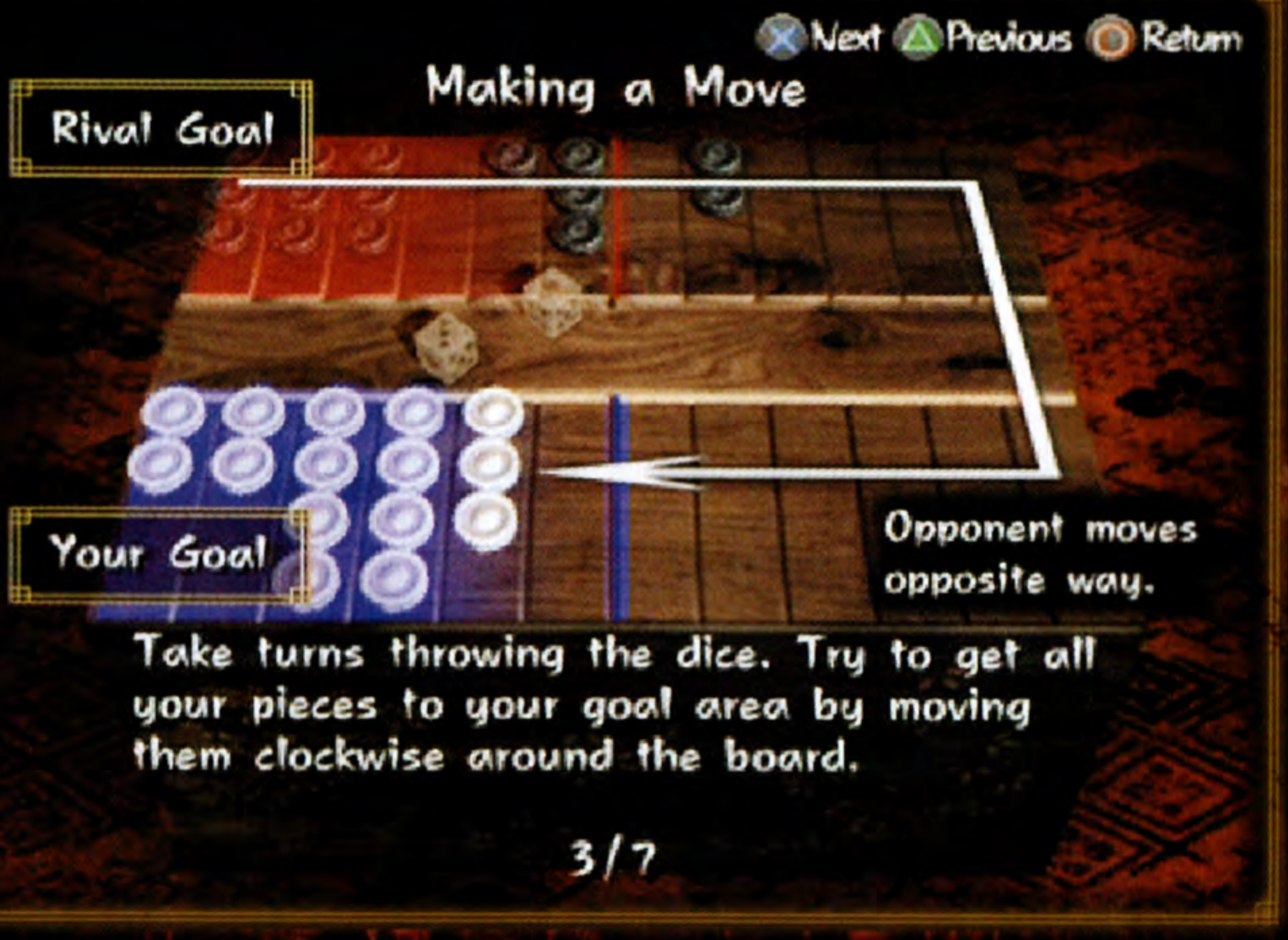
Sugoroku is a two-player board game that was popular during the Heian Era in Japan. The game is played using a board, 30 pieces (15 black, 15 white), a dice cup, and two dice.

- **Game** - Compete against the CPU
- **Versus** - Compete against another player
- **Tutorial** - Review the rules of the game

Simple Version

Each player's 15 pieces are arranged at one end of the board. The objective is for each player to be the first to move all of their pieces from the starting point to the opposite end of the board. Players roll the dice at the beginning of each turn, and then move their piece(s) forward as many spaces as indicated by the dice. In order for a piece to be placed at the goal end of the board, the exact number of spaces the piece has to move must be rolled. If a number larger than what is needed is rolled, the piece moves the excess number of spaces backward from the goal.

Sugoroku



Each player's pieces are arranged in their starting positions on the board. The objective is for each player to try to be the first to move all of their pieces into their assigned goal area.

The real version of Sugoroku requires more strategy on the part of both players than the simple version. Players roll the dice at the beginning of each turn, and then move their piece(s) forward as many spaces as indicated by the dice. When a player moves a piece to an area where only one of their opponent's pieces is located, the opponent's piece will be moved back to the starting area. Pieces cannot be moved into areas where two or more of an opponent's pieces are located. If this is the only move available to the player, they must pass on their turn. Pieces located at the starting point must be moved before any others.

Tips

Heart Rate

As a character runs, their heart rate (mimicked by the controller's vibration function) steadily increases. If a character runs too much, they will become short of breath and be more susceptible to vertigo. Meditating will reduce a character's heart rate and bring it back to a regular level.

Meditating

Meditating (press and hold the R1 button) enables a character to regain their physical strength, as well as reduce their heart rate. Remaining stationary is another way to reduce a character's heart rate, but meditating is a more efficient means of doing so. Keep in mind that whenever a character meditates, any summoned entities will be released.

Grappling with Enemies

Remaining in an enemy's grasp for too long is a sure way to meet with an untimely end. To prevent this from happening, always remember to quickly free a character from an enemy's grasp by repeatedly wiggling the left analog stick.

Finishing Enemies

Some creatures encountered during the game are able to get back up on their feet after being knocked down only once. Always execute a finishing blow while an enemy is on the ground to ensure that it remains there.

Tempest

Numerous areas throughout the game are hot spots of evil energy. Running through these areas will automatically cause a character to experience vertigo and disables their use of magic. Always make sure to either meditate or use spiritual medicine whenever a character experiences vertigo.

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